Quest Guide

ValheimNPCs · how to create quests, chains between NPCs and conversations with choices · by Morgnar

This guide shows everything the mod's quests can do: several quests on the same NPC, a quest that starts on one NPC and ends on another, whole chains (one unlocks the next), dailies, quests with dialog choices, different paths for each answer and conditions. Every part has an example ready to copy.

> **Note:** The quest files accept the keys in **English or Portuguese** (`Name` or `Nome`, `Kill` or `Matar`...). This guide uses English; the in-game editor writes them in Portuguese. Both work the same.

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1. Where the quests live

Each world has its own folder, and inside it one text file per NPC:

```
BepInEx/config/ValheimNPCs/mundos/<world name>/missoes/
    Elder.txt           quests the Elder gives
    Blacksmith.txt      quests the Blacksmith gives
    _sem_npc.txt        quests no NPC gives (yet)
```

- **The file name is the NPC's name**, exactly as in Shift+E (upper/lower case doesn't matter).
- The file **reloads by itself** when you save. No need to restart the server.
- Lines starting with # are comments. The mod writes a short help at the top of each file.
- On a dedicated server the folder is on the server. That's where you edit.

In-game editor

If you'd rather not touch files: go to the NPC, press **Shift+E**, pick the **Quests** function and use **+ Create quest** (or **Add existing quest**). The editor saves to the same text file, so you can start in the game and finish in the file, or the other way around.

> **Tip:** The NPC that **gives** quests needs the **Quests** or **Talk only** function. Those two open the conversation box at the bottom of the screen, where the quests, the turn-in and the choices show up.

2. Anatomy of a quest

A quest is a block that starts with its **ID** in brackets. Everything below it, until the next `[...]`, belongs to it. Each line is `Key = value`.

```
[forest_wolves]
Name = Forest wolves
Type = Side
Text = The wolves attack the sheep every night.
Text = Can you deal with them?
Kill = Wolf 5
Done = Now we can sleep in peace. Thank you!
Reward = ArrowFire 20
Coins = 100
```

- `[forest_wolves]`: the **ID**. It must be unique in the whole world and have no spaces. Other quests refer to this one by it (Requires, Choice).
- `Name`: the title the player sees.
- `Text`: the story. Repeating the line makes another paragraph.
- `Done`: what the NPC says when the player turns it in.
- Objectives, rewards and rules go on the other lines (next sections).

3. All objectives

A quest can have as many objectives as you want. By default the player does them in any order; with `Ordered = yes` they become steps, one at a time.

Line	What the player does	Example
`Kill = Prefab Amount`	Kills creatures. Several species count together if separated by commas.	Kill = Greydwarf,Greydwarf_Elite 10
`Collect = Item Amount`	Has the item in the bag. Whether it's taken on turn-in depends on Take (below).	Collect = Wood 20
`Take = yes / no`	The Collect items stay with the NPC (yes) or the player just shows them and keeps them (no). Without the line the config `ColetarTiraItens` decides (default: the player keeps them).	Take = yes
`Deliver = Item Amount NPC`	Takes items to another NPC and hands them there ("Deliver items" option in the conversation).	Deliver = WolfPelt 3 Innkeeper
`Talk = NPC`	Talk to the NPC. Completes when the player opens the conversation with it.	Talk = Blacksmith
`Explore = X Z Radius Name`	Reach a place on the map (inside the radius, in meters).	Explore = 120 -340 30 Old ruins
`Skill = Name Level`	Reach a skill level (the game's skill name).	Skill = Swords 20
`Craft = Item Amount`	Craft the item at a workbench **after accepting** (cauldron food also counts as Cook).	Craft = ArrowFlint 20
`Build = Piece Amount`	Build pieces with the hammer after accepting (the piece prefab).	Build = wood_wall_half 10
`Cook = Item Amount`	Take cooked food off a cooking station/oven or make food at the cauldron. Burnt doesn't count.	Cook = CookedMeat 5
`Plant = Plant Amount`	Plant with the cultivator (the sapling prefab).	Plant = sapling_carrot 10
`Harvest = Item Amount`	Pick berries, mushrooms or crops (the item it gives or the plant).	Harvest = Carrot 10
`Fish = Fish Amount`	Catch fish with the rod.	Fish = Fish1 3
`Tame = Creature Amount`	Tame creatures (the player nearby when it becomes tame).	Tame = Boar 2
`Label = text`	Replaces the text of the objective **above** with your own.	Label = Clear the forest
`Ordered = yes`	Objectives become steps in order.	Ordered = yes

> **Tip:** Creature and item names are the game's **prefabs** (e.g. Boar, Wolf, Troll, Greydwarf, Wood, Stone, CopperOre, TrophyBoar, SwordIron). In the in-game editor you pick them from a list with icons, no need to memorize names.

Example: steps in order

```
[first_steps]
Name = First steps
Type = Main
Ordered = yes
Text = Every viking starts like this: chop wood and train your arm.
Text = Then take a gift to the Blacksmith.
Skill = WoodCutting 5
Deliver = Wood 10 Blacksmith
Talk = Blacksmith
Reward = AxeFlint 1 2
Coins = 25
```

4. Rewards, types and repeating

Line	What it does
`Reward = Item Amount Quality`	Gives an item. Repeat the line to give several. Quality is optional (default 1). If it doesn't fit in the bag, it goes to the mail.
`Coins = 100`	Currency (the config's `Moeda`) straight to the bank. VIP players get a % more (config `BonusMissoes`, section 13 - VIP); the quest screen already shows the value with the bonus.
`XP = 500`	Level XP on turn-in, for the level mod the player has: **Path of Valheim**, **EpicMMO** or **LevelingSystemRevival**. With none of them the line does nothing (and doesn't show in the editor or the quest).
`SkillUp = Swords 2`	Raises the skill by that many levels on turn-in (up to 100), with the game's normal message. Game name or Portuguese: `SkillUp = ElementalMagic 1`. No number = 1 level.
`Type = Main`	Main (gold), Side (white, default), Daily (blue, repeats every 24h), Guild (cyan, the whole guild does it together) or Event (the admin releases it to every guild).
`Repeat = 24h`	Can be done again after the time: 30m, 2h, 24h, 3d... or yes to redo right away.

The color of the **!** and **?** above the NPC is the color of the quest type. When the NPC has more than one, Main wins.

A finished quest (that doesn't repeat) **disappears** from that player's conversation.

In the quest editor (in game) the same rewards are under **Rewards**: items, coins, **Level XP** (only shows with a level mod installed) and **Skill up** (the button opens the skill list with icons; pick one and say how many levels; the × removes it). XP and skill up don't apply to Guild or Event quests (their reward goes to the guild).

5. Several quests on the same NPC

Just put one block under the other in the NPC's file. In the conversation each one becomes a numbered answer (keys 1 to 9), with **[!]** to take and **[?]** to turn in.

```
# File: missoes/Elder.txt

[boar_hunt]
Name = Boar hunt
Type = Main
Text = The boars are wrecking the crops.
Kill = Boar 5
Reward = CookedMeat 5
Coins = 20

[firewood]
Name = Firewood for winter
Type = Daily
Text = Bring wood to the village. Every day we need more.
Collect = Wood 20
Coins = 15

[stones]
Name = Stone for the wall
Text = The wall fell down again...
Collect = Stone 30
Coins = 25
```

Result in the conversation with the Elder:

```
1. [!] [Main] Boar hunt
2. [!] [Daily] Firewood for winter
3. [!] [Side] Stone for the wall
4. See you.
```

6. A quest that starts on one NPC and ends on another

Use `TurnIn = NPC`. The quest lives in the file of who **gives** it, but the other one **receives** it. Without this line, it's turned in to whoever gave it.

```
# File: missoes/Elder.txt
[message_blacksmith]
Name = A message for the blacksmith
Type = Main
Text = Take this message to the Blacksmith. He's waiting.
Talk = Blacksmith
TurnIn = Blacksmith
Done = Ah, the Elder sent this? Thanks, traveler!
Reward = KnifeFlint 1 2
```

What the player sees:

- On the Elder: **[!] A message for the blacksmith**. The player accepts.
- A **?** shows above the Blacksmith (talk to him).
- Opening the conversation with the Blacksmith completes the **Talk** objective and **[?] A message for the blacksmith** shows up to turn in right there.

> **Important:** The NPC that **receives** the turn-in (and the NPC of a `Deliver` objective) must have the **Quests** or **Talk only** function, because the turn-in happens in the conversation box. The `Talk` objective works with any NPC.

Taking items to another NPC

```
[hides_for_innkeeper]
Name = Hides for the innkeeper
Text = The Innkeeper needs hides for the winter. Can you take them?
Deliver = DeerHide 5 Innkeeper
TurnIn = Innkeeper
Coins = 40
```

On the Innkeeper the **Deliver items** option shows up: the items leave the bag and the progress goes up. When it's complete, the quest's **Turn in** shows up.

7. Chains: one quest unlocks the next

`Requires = other_id` makes the quest show up only after the player **finishes** the other one. Chaining several you build a whole story, going through different NPCs.

```
[part_1]                [part_2]                  [part_3]
(Elder)          --->   Requires = part_1  --->   Requires = part_2
                        (Blacksmith)              (Innkeeper)
```

- Each part can be in a different NPC's file: Requires uses the ID, it doesn't matter where the other one is.
- Until it's unlocked, the quest shows greyed out in the conversation with the reason, or doesn't show at all if you prefer to hide it (see Hidden, in section 9).
- You can also require a boss: `Boss = Eikthyr` (Eikthyr, Elder, Bonemass, Moder, Yagluth, Queen, Fader).

8. Full example: the village chain

Three NPCs: **Elder**, **Blacksmith** and **Innkeeper**, all with the **Quests** function. The story starts on the Elder, goes through the Blacksmith and ends with a party at the tavern.

missoes/Elder.txt

```
[village_1_message]
Name = The message
Type = Main
Text = The wolves are getting closer and closer. We need weapons.
Text = Go talk to the Blacksmith and tell him I sent you.
Talk = Blacksmith
TurnIn = Blacksmith
Done = Weapons? With what ore, old man... I know, help me here.
Coins = 20
```

missoes/Blacksmith.txt

```
[village_2_ore]
Name = Copper for the forge
Type = Main
Requires = village_1_message
Text = Bring me copper and wood and I'll make the spears.
Collect = CopperOre 10
Collect = Wood 20
Done = Perfect! Now take a knife to the Innkeeper, he'll defend the tavern.
Reward = KnifeCopper 1

[village_3_knife]
Name = The innkeeper's knife
Type = Main
Requires = village_2_ore
Text = Take this knife to the Innkeeper. And don't lose it!
Deliver = KnifeCopper 1 Innkeeper
TurnIn = Innkeeper
Done = A new knife! Tonight the drinks are on the house.
Coins = 50
```

missoes/Innkeeper.txt

```
[village_4_wolves]
Name = The night of the wolves
Type = Main
Requires = village_3_knife
Ordered = yes
Text = The wolves come at night. Help me hold them, then tell the Elder.
Kill = Wolf 6
Talk = Elder
TurnIn = Elder
Done = You saved the village. This shield was my father's.
Reward = ShieldBronzeBuckler 1 2
Coins = 150
```

How the player lives it:

- **Elder**: [!] The message → goes to the Blacksmith → turns it in there.
- **Blacksmith**: unlocks [!] Copper for the forge → gathers copper and wood → turns in. Gets the knife.
- **Blacksmith**: unlocks [!] The innkeeper's knife → takes the knife to the Innkeeper (Deliver items) → turns in there.
- **Innkeeper**: unlocks [!] The night of the wolves → kills 6 wolves, then goes back to the Elder → turns in on the Elder.

> **Tip:** To check the chain, open the journal (**J**): it shows what you're doing, what's available and where to go next, and has the **Mark on map** button.

9. Conversations with choices and different paths

With `Choice = text -> action`, instead of **Accept** the answers you wrote show up. The action can be:

Action	What happens
`quest_id`	Accepts that quest (it can be another one, even Hidden).
`@text`	The NPC answers with that text and the answers stay on screen.
`end`	Closes the conversation.

Combine it with `Hidden = yes` (the quest doesn't show by itself, only through a choice) and each answer leads to a different quest:

```
# missoes/Guard.txt

[northern_threat]
Name = Threat in the north
Type = Main
Text = Something is prowling the village at night... what do you do?
Choice = Tell me more. -> @Huge footprints and howls. Wolves, I think. Or worse.
Choice = I'll hunt them! -> threat_hunt
Choice = Better reinforce the wall. -> threat_wall
Choice = Not now. -> end

[threat_hunt]
Name = Night hunt
Type = Main
Hidden = yes
Text = Then go, warrior. Bring the pelts as proof.
Kill = Wolf 4
Collect = WolfPelt 4
Coins = 80

[threat_wall]
Name = The village wall
Type = Main
Hidden = yes
Text = Good idea. We need fine wood and stone.
Collect = FineWood 20
Collect = Stone 40
Reward = Hammer 1 2
Coins = 60
```

- The conversation shows **[!] Threat in the north**. Opening it, the player sees the 4 numbered answers.
- "Tell me more" shows the line and stays on the same screen.
- Picking a path starts that path's quest and **Threat in the north disappears** for that player.
- If they abandon the path's quest, the choice shows up again.

> **Tip:** A quest with choices doesn't need objectives: it can be just the conversation. If you want an answer to accept the quest itself, use its own ID as the action.

10. Conditions, bosses and the daily draw

Line	What it does
`Boss = Bonemass`	Only shows after the world killed that boss.
`Condition = skill Bows 30`	Needs the skill at that level.
`Condition = globalkey defeated_gdking`	Needs the world's global key.
`Condition = playerkey my_key`	Needs the player's own key.
`Condition = data race Elf`	Data saved on the character (other mods use this).
`Condition = race Elf`	Conditions other mods register through the API (race, profession, season...).
`Random = yes`	Goes into the NPC's draw: only some show per day (config `MissoesSorteadasPorDia`), the same for everyone, changing every day.
`NPC = Other Name`	The quest is given by another NPC (without moving files). Accepts several: `NPC = Guard,Captain`.

11. Quick reference of every line

Line (EN / PT)	Example	What for
`[id]`	[forest_wolves]	Starts a quest (unique ID, no spaces)
`Name / Nome`	Forest wolves	Title
`Type / Tipo`	Main / Side / Daily / Guild / Event	Type and color
`Text / Texto`	The wolves are...	Story (repeat for another paragraph)
`Done / Concluir`	Thanks, warrior!	Line on turn-in
`Kill / Matar`	Wolf 5	Kill creatures
`Collect / Coletar`	WolfPelt 3	Have items in the bag
`Deliver / Levar`	WolfPelt 3 Innkeeper	Hand items to an NPC
`Talk / Falar`	Innkeeper	Talk to an NPC
`Explore / Explorar`	120 -340 30 Ruins	Reach a place (X Z radius name)
`Skill / Habilidade`	Swords 20	Skill level
`Craft / Fabricar`	ArrowFlint 20	Craft items
`Build / Construir`	wood_wall_half 10	Build pieces
`Cook / Cozinhar`	CookedMeat 5	Cook food
`Plant / Plantar`	sapling_carrot 10	Plant
`Harvest / Colher`	Carrot 10	Harvest
`Fish / Pescar`	Fish1 3	Catch fish
`Tame / Domar`	Boar 2	Tame creatures
`Label / Objetivo`	Clear the forest	Own text for the objective above
`Ordered / Ordem`	yes	Objectives as steps
`Take / Tirar`	yes / no	Collect items stay with the NPC?
`Reward / Recompensa`	SwordIron 1 3	Item, amount, quality
`Coins / Moeda`	100	Currency to the bank
`XP`	500	Level XP (level mod)
`SkillUp / Treino`	Swords 2	Raises the skill
`Repeat / Repetir`	24h / 30m / 2d / yes	Can be redone
`Requires / Requer`	other_quest	Must be finished before
`Boss / Chefe`	Eikthyr	Needs the boss dead
`TurnIn / Entregar`	Innkeeper	Turn in to another NPC
`NPC`	Blacksmith	Who gives it (if not the file's NPC)
`Random / Sorteio`	yes	NPC's daily draw
`Hidden / Oculta`	yes	Only opens through a Choice
`Choice / Escolha`	Sure! -> other_quest	Player's answer
`Condition / Condicao`	skill Bows 30	Condition to accept

12. Common problems

What happens	Why / how to fix
`The quest doesn't show on the NPC`	The file name (or the NPC line) must match the NPC's name in Shift+E. Also check Requires, Boss, Condition and Random. And if the player already finished it and it doesn't repeat, it disappears.
`It shows greyed out with a reason`	Something is missing: previous quest, boss, condition, or the player reached the max active quests (config `MaxMissoesAtivas`, plus `MissoesAtivasExtras` for VIPs).
`I can't turn in on the other NPC`	The turn-in NPC needs the Quests or Talk only function.
`A creature/item doesn't count`	Wrong prefab name. Use the in-game editor to pick it from the list, or check the exact name.
`A line is ignored`	LogOutput.log tells you: `Blacksmith.txt linha 12: não entendi...` or `"Rewardd" não existe`. Fix it and save, it reloads by itself.
`Two quests fighting`	Two blocks with the same [id] in the world. Each ID must be unique across all files.

That's it! With this you can build anything from a simple daily to a whole story with several NPCs and choices. Have fun! · Morgnar